

EUROPEAN II INSTRUCTIONS

LOADING:

SPECTRUM – Type LOAD "" then Press **ENTER** and Start the Tape

COMMODORE – Press the **SHIFT** and **RUN/STOP** keys Simultaneously

AMSTRAD – Press the **CONTROL** and **ENTER** keys Simultaneously

European II is a Knockout Competition. Each Round including the Final is played over 2 Legs.

After loading European II you can either Select a Skill Level from 1-7 or you can Enter your own Ability rating (3-9) for each Player in your Squad (eg. if you are transferring your Squad Details from Premier II). You must Enter details for at least 15 Players. If you do not want a full 16 man Squad Enter X for Player No. 16.

You are Team No. 1

Squad Details:

D = Defence

M = Midfield

P = Indicates player selected

A = Attack

A = Ability F = Form G = Goals

The Goal Scoring Ability (GSA) rating of 2-6 for both Teams is displayed on the **MATCH SCREEN** and is based on: Team Morale, Ability for Defence, Midfield & Attack, Total Team Form, Total Goals Scored and Home Advantage.

Note: The GSA is only a guide to which team is more likely to score based on current Form and Ability etc., but there are no certainties in Football.

Discipline Points – Booking = 3 Pts. Sending Off = 6 Pts.

A Player with 6 or more Pts. will be Banned for one Match.

Away goals count double if the scores are level after 2 Legs. If the scores are still level the match will go to Extra Time. If Extra Time doesn't produce a Winner the Match will go to a **PENALTY SHOOT-OUT** with each Team taking 5 penalties. You will select Players from your **TEAM** to take the penalties including **SUDDEN DEATH PENALTIES** if necessary.

MENU SELECTION "SAVE GAME" – For Saving and Loading a Saved Game.

SPECTRUM – Prepare a cassette to record the Full Program and Data, Press **PLAY & RECORD** on your cassette player, then Press any key. To Load a Saved game type Load "".

COMMODORE – Prepare a cassette to record the Data only. Press for **SAVE GAME** then Press **PLAY & RECORD**. To Load a Saved Game – Load the Master Tape as usual, then insert your Saved Game and under Menu Selection **"SAVE GAME"** press to Load and then Press **PLAY** on your cassette player.

AMSTRAD – Prepare a cassette to Record the Data only. Press for **SAVE GAME** then Press **PLAY & RECORD** and any key. To load a saved Game – Load the Master Tape as usual, then Insert your Saved Game and under Menu Selection “**SAVE GAME**” press to Load and then Press **PLAY**.

EUROPEAN II can also be played as a companion game to **PREMIER II**.

PREMIER II is another Great Strategy Game from E & J Software. You are the Manager of a top Club in the New Premier Super League. The Directors demand success and you are under pressure to produce a Championship Winning Team. Can you succeed at the highest level in Football Management and win the Premier Championship? Plus – transfer your Premier League winning squad to **EUROPEAN II** and try for a unique Double.



E & J SOFTWARE

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Made in England

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EUROPEAN CUP
STRATEGY
GAME

FEATURES

- 7 Skill Levels** – from easy to impossible?
- Team Selection** – from Squad of 15
- Change Names** – Players/Teams
- Home & Away Legs** – All Rounds
- Full Results Table** – All Matches
- Half Time & Full Time Scores** – All Matches
- Disciplinary Table** – Shows Match Bans
- Away Goals Count Double** – If Drawn
- Extra Time** – If Drawn after 2nd leg

MATCH FEATURES

Match Clock – Corners – Free Kicks – Penalties – Named & Recorded Goal Scorers & Goal Times – Injuries – Injury Time – Disallowed Goals – Bookings – Sending Off – 2 In-match Substitutes – & **MORE.**

SPECIAL FEATURE: Full Penalty Shoot-Out If Scores are Level after 2 Legs & Extra Time – Select 5 Players to take Penalties + More if **SUDDEN DEATH PENALTIES** necessary.

PLUS Pre-Match Team Report, Printer Option, Save Game & **MORE.**